NES-GF-USA

GOLF

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Thank you for selecting the Nintendo® Entertainment System™ Golf Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Nintendo Golf lets you choose your clubs, change your stance, control your swings — even select the angle of impact on an 18 hole championship course. You view the course from both a close-up and overview perspective as you move down the fairway. Select 1 or 2 player stroke play or 2 player match play for the most exciting tee to green competition.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, thinner, alcohol or other such solvents.

Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

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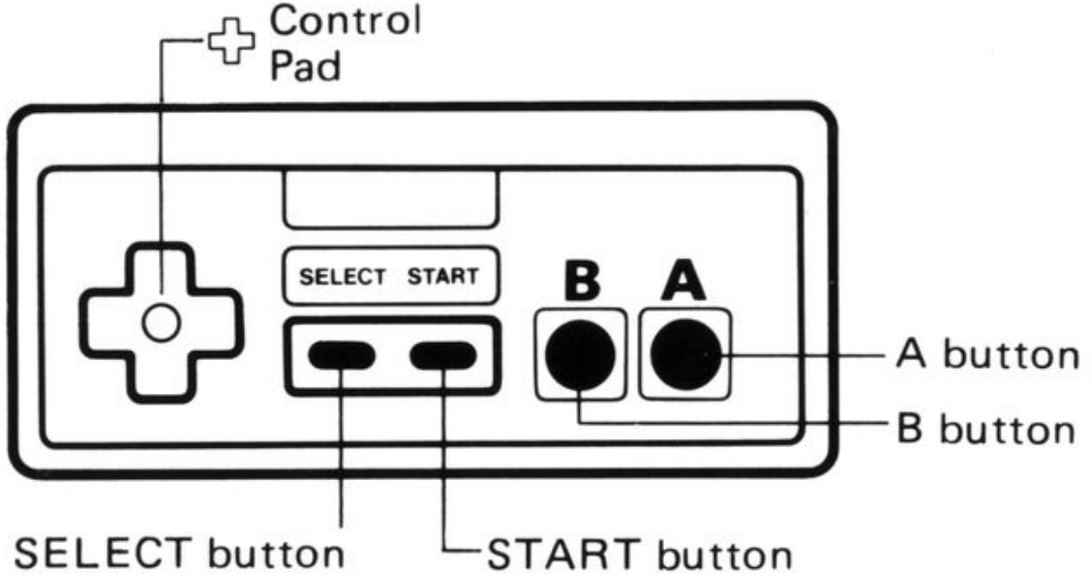
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – For playing alone.
Controller 2 – For second player in 2 player games.

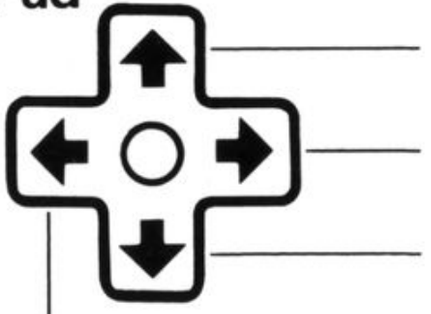
Controller 1/Controller 2



[A button]
1) Starts the backswing
2) Starts the downswing
3) Determines the point of impact

[B button] Not used.

Control Pad



Selects the club

Changes the player's stance

Selects the club

Changes the player's stance

SELECT button

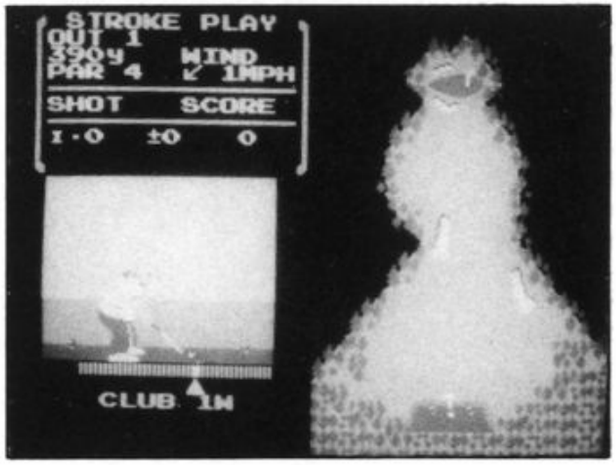
When this button is pressed the ball moves. Line up the ball with the game you wish to play.

* The SELECT button will not operate once the game has begun.

START button

Press this button to begin.

3. HOW TO PLAY



Golf can be enjoyed in one of three different games: 1-PLAYER STROKE GAME, 2-PLAYER STROKE GAME or 2-PLAYER MATCH GAME.

* A match is played for 9 holes OUT and 9 holes IN for a total of 18 holes in all. The player with fewest strokes wins.

Shots from the tee, fairway and bunker

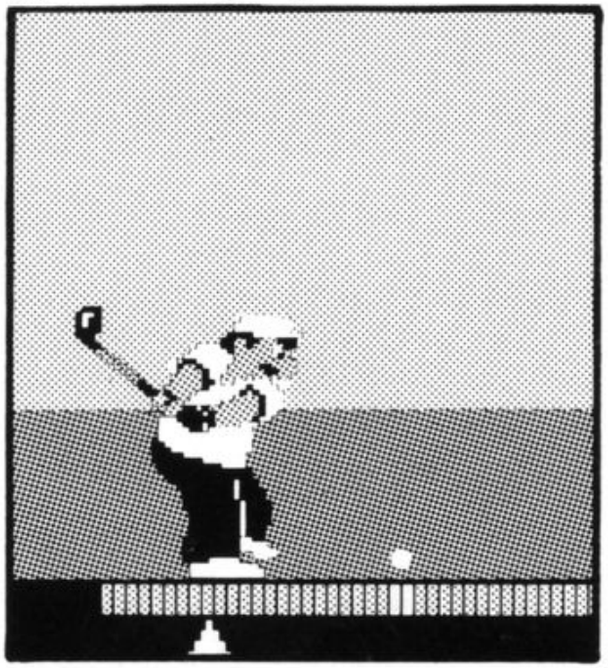
a) Selecting clubs

* Select a club by pressing the top or bottom of the ✣ Control pad. See chart with club types and distances.

b) Hitting the ball

* The A button is pressed 3 times to make the player shoot.

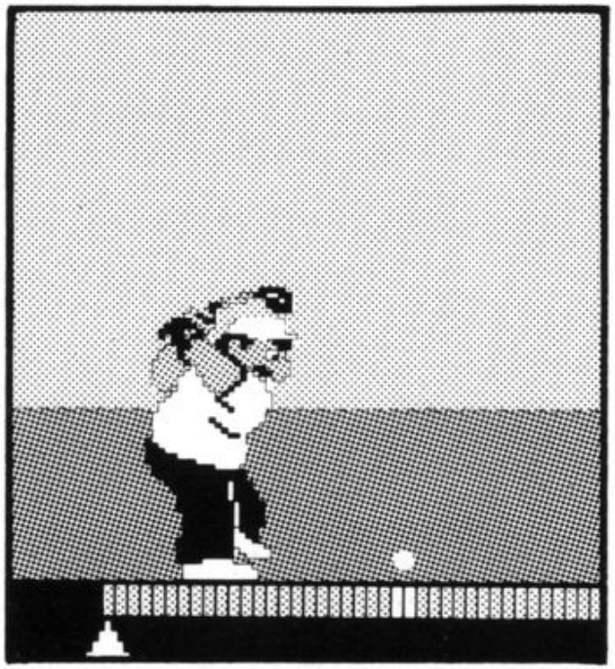
1. Backswing



Swing meter

Press the A button once to start the backswing.

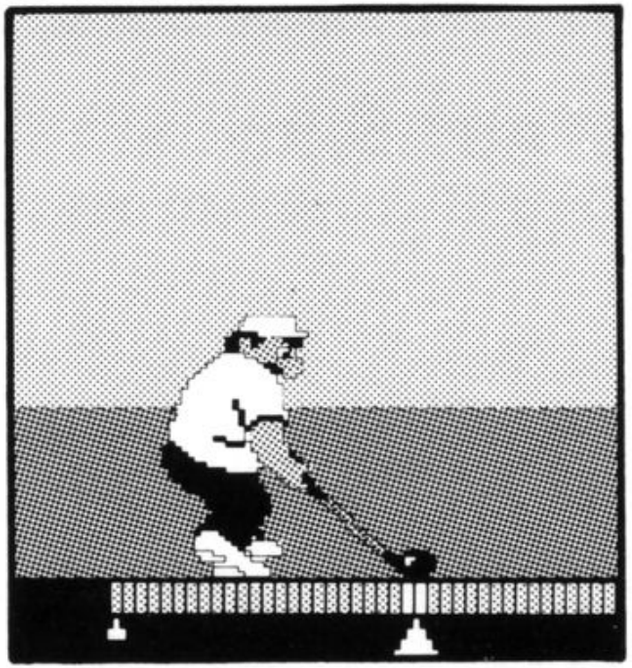
2. Downswing



Swing meter

Press button A again to stop the backswing and start the downswing. This determines the flying distance.

3. Impact



Swing meter

Press button A one more time to set the impact position. This will determine how the ball curves during flight.

- **Straight, slice and hook shots:** If you impact the ball when the swing meter is on the white line, a straight shot will be hit. If it is to the left of the line, the ball will slice. If it is to the right, the ball will hook.
- **Super shots:** If you use the #1 wood (1W), and start the downswing with the swing meter on the extreme left, and impact the ball with the swing meter on the white line with just the right timing, a super shot (306 yd) can be hit.

c) Stance

- The direction the player faces can be changed by using the right and left sides of the ✣ control pad.
  * The arrow on the right of the screen (↗) indicates which direction the player is facing.

d) Wind direction and velocity

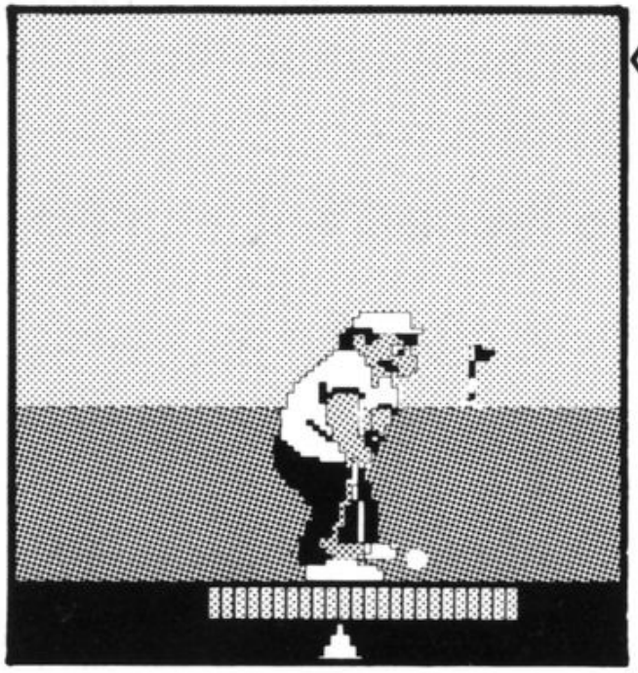
- The wind is blowing on the course. There is a WIND display in the message area that indicates one of 8 wind directions (with an arrow) and a wind velocity of between 0 and 15 MPH.

Putting

a) How to putt

- The A button is pressed twice to putt.

1. Backswing

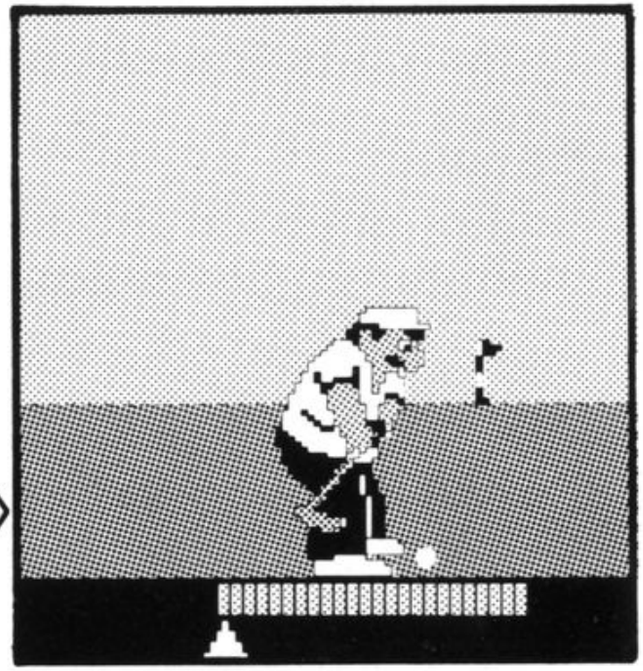


Swing meter

Press button A once to start the backswing.

Press the A button again to start the downswing. Where you start the downswing determines the rolling distance.

2. Downswing



Swing meter

b) Direction the ball is hit in

- The ball will be hit toward the target mark (+) on the screen. Before putting, use the ✣ control pad to aim the target mark in the desired direction.

c) The "roll" of the green

- The (v) mark on the green indicates the grain of the turf. The roll of the putt will change according to the conditions of the turf.

[Rules] Note that some rules differ from real golf rules.

- If a ball goes OB (Out of Bounds), you are penalized 2 strokes and the ball is played from where it was lying before you shot it OB.

* When a ball goes into the woods, it is usually considered OB. (There are exceptions to this.)
* Ponds on the 5th, 8th, and 18th holes are OB.
* If the ball goes off the screen, it is considered OB — no matter what hole it is.

- The ocean, ponds, rivers, etc., are considered water hazards. If a ball lands in one of these, you are penalized 1 stroke and the ball is played from a set location.
- The flying distance of a bunker shot is calculated as half that of a fairway shot.

Club types and distances

		Fairway shot	Bunker shot			Fairway shot	Bunker shot
1	1W	262	131	**8**	6 I	159	79.5
2	3W	240	120	**9**	7 I	142	71
3	4W	230	115	**10**	8 I	126	63
4	1I	213	106.5	**11**	9 I	109	54.5
5	3I	191	95.5	**12**	PW	87	43.5
6	4I	180	90	**13**	SW	66	33
7	5I	170	85	**14**	PT	33	16.5

(Distances are in yards)

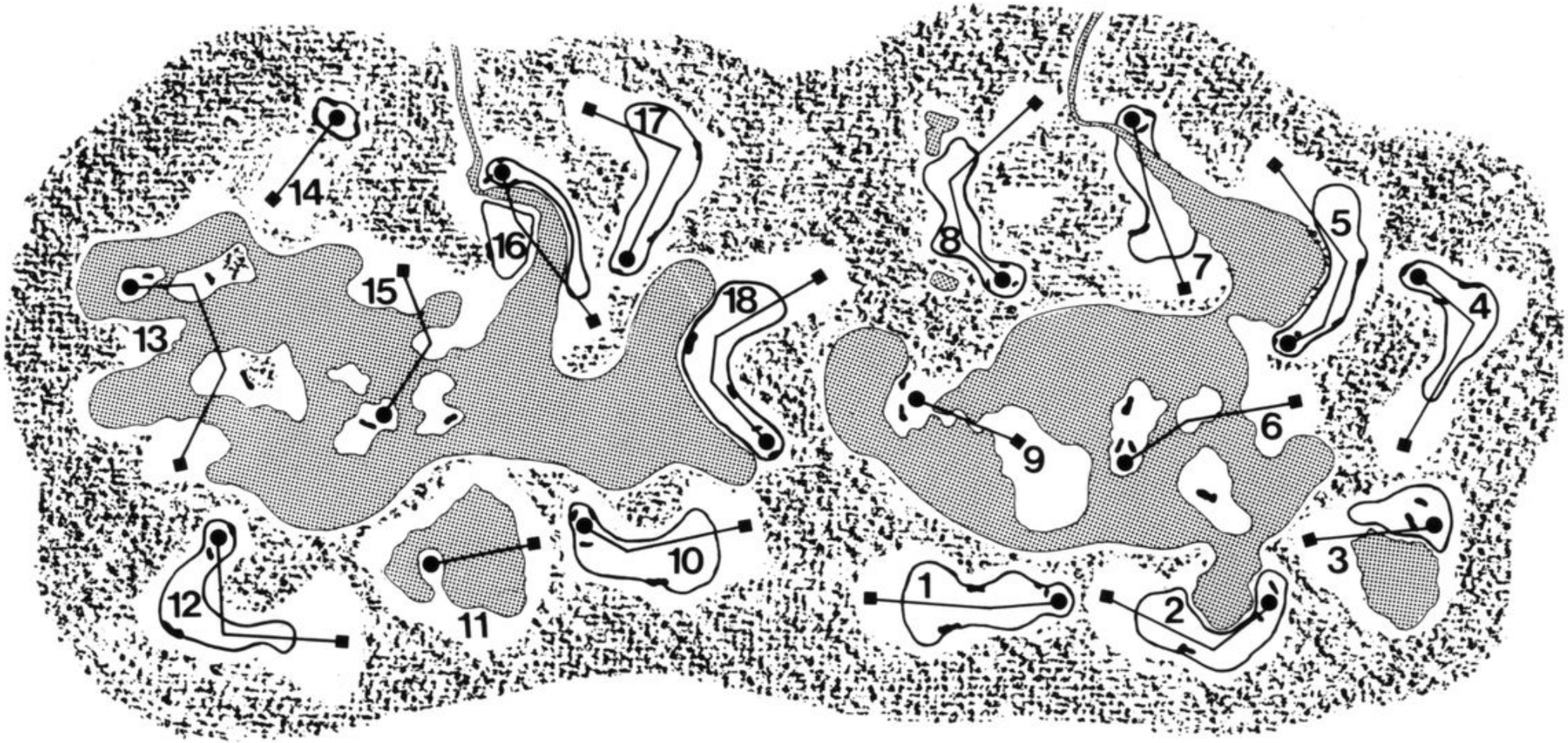
* Super shot with 1W: 306
* PT : Putter
* W : Wood
* I : Iron

Hole length

Hole No.	Handi-cap	Yd.	Par	Hole No.	Handi-cap	Yd.	Par
1	16	390	4	**10**	12	395	4
2	11	395	4	**11**	18	220	3
3	17	215	3	**12**	4	410	4
4	13	388	4	**13**	3	542	5
5	2	491	5	**14**	14	174	3
6	8	398	4	**15**	5	343	4
7	7	408	4	**16**	6	400	4
8	9	494	5	**17**	15	466	4
9	10	247	3	**18**	1	513	5
OUT		3426	36	IN		3463	36
				TOTAL		6889	72

(Distances are in yards.)

COURSE LAYOUT



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. (''Nintendo'') warrants to the original consumer purchaser that this Nintendo Game Pak (''PAK'') shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
   Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific Time, Monday through Saturday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820-150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted at left. If the Nintendo Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Nintendo to repair or replace the PAK and will be given a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OR ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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